

**AMENDMENTS TO THE CLAIMS**

The following is a complete, marked up listing of revised claims with a status identifier in parentheses, underlined text indicating insertions, and strikethrough and/or double-bracketed text indicating deletions.

**LISTING OF CLAIMS**

1. (Currently Amended) A method of recording graphic data on a recording medium, comprising:  
  
receiving graphic data including a plurality of graphic objects; and  
  
organizing the plurality of graphic objects and color control information into a PES (Packetized Elementary Stream) packet and recording the PES packet on the recording medium, wherein the color control information is used in common for screen display by the plurality of graphic objects so that the graphic objects are changed in color or display effects by using the common color control information.
2. (Original) The method of claim 1, wherein the plurality of graphic objects are an object set that is to be displayed on a single video page.
3. (Original) The method of claim 1, wherein the color control information includes a global palette table and a global transparency array that defines transparent grade of every graphic object included in the PES packet.
4. (Previously Presented) The method of claim 1, wherein said organizing step slices the PES packet, converts each slice to a transport packet and records the transport packets on the recording medium.

5. (Previously Presented) The method of claim 4, wherein said organizing step further converts inputted video and/or audio stream to transport packets, and multiplexes the converted video and/or audio stream with the transport packets including the graphic objects and recording the multiplexed transport packets on the recording medium.

6. (Previously Presented) The method of claim 1, wherein said organizing step inserts a decoding time stamp (DTS) and a presentation time stamp (PTS) for the graphic objects while organizing the PES packet.

7. (Previously Presented) The method of claim 1, wherein said organizing step inserts display effect information for at least one graphic object while organizing the PES packet.

8. (Original) The method of claim 7, wherein said display effect information includes time information of display start and end of any of the graphic objects.

9. (Original) The method of claim 8, wherein the time information is expressed in the number of ticks and has value of a multiple of N ticks where the N is the number of ticks for while a single video frame keeps displayed.

10. (Original) The method of claim 1, wherein a structure for one of the graphic objects comprises an ID of object, an ID of actual image data, and actual image data.

11. (Currently Amended) A computer readable medium having an executable data

structure recorded thereon for managing reproduction of images by a reproducing device, comprising:

a data area storing video and/or audio and graphic data in the form of transport packets, a PES (Packetized Elementary Stream) packet made from some of the transport packets containing the graphic data includes a plurality of graphic objects and color control information that is used in common for screen display by the plurality of graphic objects; and

an information area storing information files for managing reproduction of the video and/or audio and graphic data by the reproducing device so that the graphic objects are changed in color or display effects by using the common color control information.

12. (Previously Presented) The computer readable medium of claim 11, wherein the plurality of graphic objects are an object set that is to be displayed on a single video page.

13. (Previously Presented) The computer readable medium of claim 11, wherein the color control information includes a global palette table and a global transparency array that defines transparent grade of every graphic object included in the PES packet.

14. (Previously Presented) The computer readable medium of claim 11, wherein the PES packet includes a decoding time stamp (DTS) and a presentation time stamp (PTS) for the included graphic objects.

15. (Previously Presented) The computer readable medium of claim 11, wherein the PES packet comprises display effect information for at least one graphic object included

therein.

16. (Previously Presented) The computer readable medium of claim 15, wherein said display effect information includes time information of display start and end of any of the graphic objects.

17. (Previously Presented) The computer readable medium of claim 11, wherein a structure for one of the graphic objects comprises an ID of object, an ID of actual image data, and actual image data.

18. (Currently Amended) An apparatus of recording graphic data on a recording medium, comprising:

~~first means for receiving~~ a receiving unit configured to receive video and/or audio data, and graphic data including a plurality of graphic objects;

~~second means for organizing~~ a packetizer configured to organize the video and/or audio data into a series of PES (Packetized Elementary Stream) packets and ~~organizing to~~ organize the received plurality of graphic objects and color control information into a PES packet, wherein the color control information is used in common for screen display by the plurality of graphic objects; and

~~third means for multiplexing~~ a multiplexer configured to multiplex the series of video and/or audio PES packets and the PES packet including graphic objects in the unit of transport packet; and

~~then recording~~ a driver configured to record the unit of transport packet on a recording medium so that the graphic objects are changed in color or display effects by using the common color control information.

19. (Original) The apparatus of claim 18, wherein the plurality of graphic objects are an object set that is to be displayed on a single video page.

20. (Original) The apparatus of claim 18, wherein the color control information includes a global palette table and a global transparency array that defines transparent grade of every graphic object included in the PES packet.

21. (Currently Amended) The apparatus of claim 18, wherein said ~~second means~~ packetizer inserts a decoding time stamp (DTS) and a presentation time stamp (PTS) for the graphic objects while organizing the PES packet with graphic objects.

22. (Currently Amended) The apparatus of claim 18, wherein said ~~second means~~ packetizer inserts time information on display start and end of any of the graphic objects while organizing the PES packet with graphic objects.

23. (Original) The recording medium of claim 18, wherein a structure for one of the graphic objects comprises an ID of object, an ID of actual image data, and actual image data.

24. (Currently Amended) A method of reproducing graphic data on a recording medium, comprising:

reproducing a PES (Packetized Elementary Stream) packet from the recording medium, the PES packet including a plurality of graphic objects and color information organized into the PES packet, wherein the color information is used in common for screen display by the plurality of graphic objects so that the graphic objects are changed in color or display effects by using the common color control information.

25. (Previously Presented) The method of claim 24, wherein the plurality of graphic objects are an object set that is to be displayed on a single video page.

26. (Previously Presented) The method of claim 24, wherein the color control information includes a global palette table and a global transparency array that defines transparent grade of every graphic object included in the PES packet.

27. (Currently Amended) An apparatus for recording graphic data on a recording medium, comprising:

an optical recording device configured to record data on the recording medium;

and

a controller configured to control the optical recording device to record video and/or audio data, and graphic data including a plurality of graphic objects on the recording medium, the video and/or audio data organized into a series of PES (Packetized Elementary Stream) packets and the plurality of graphic objects and color control information organized into a PES packet, wherein

the color information is used in common for screen display by the plurality of graphic objects, and

the series of video and/or audio PES packets and the PES packet including graphic objects are multiplexed in the unit of transport packet so that the graphic objects are changed in color or display effects by using the common color control information.

28. (Previously Presented) The apparatus of claim 27, wherein the plurality of graphic

objects are an object set that is to be displayed on a single video page.

29. (Previously Presented) The apparatus of claim 27, wherein the color control information includes a global palette table and a global transparency array that defines transparent grade of every graphic object included in the PES packet.

30. (Currently Amended) An apparatus for reproducing graphic data on a recording medium, comprising:

an optical reproducing device configured to reproduce data on the recording medium;

a controller configured to control the optical reproducing device to reproduce video and/or audio data, and graphic data including a plurality of graphic objects from the recording medium, the video and/or audio data organized into a series of PES (Packetized Elementary Stream) packets and the plurality of graphic objects and color control information organized into a PES packet, wherein

the color information is used in common for screen display by the plurality of graphic objects, and

the series of video and/or audio PES packets, and the PES packet including graphic objects are multiplexed in the unit of transport packet so that the graphic objects are changed in color or display effects by using the common color control information.

31. (Previously Presented) The apparatus of claim 30, wherein the plurality of graphic objects are an object set that is to be displayed on a single video page.

32. (Previously Presented) The apparatus of claim 30, wherein the color control

information includes a global palette table and a global transparency array that defines transparent grade of every graphic object included in the PES packet.